

FIG.1

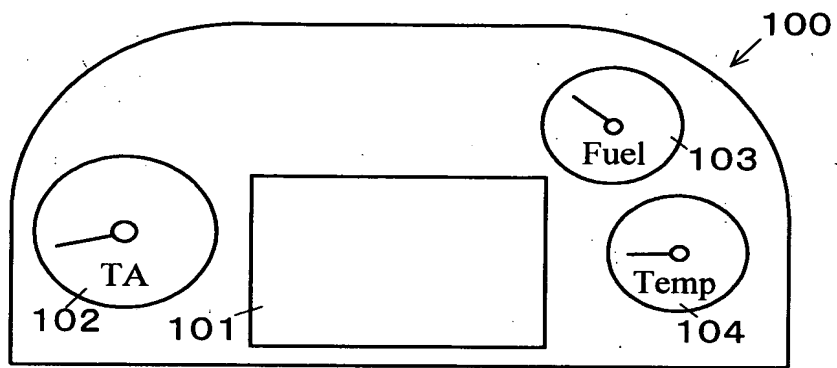


FIG. 2

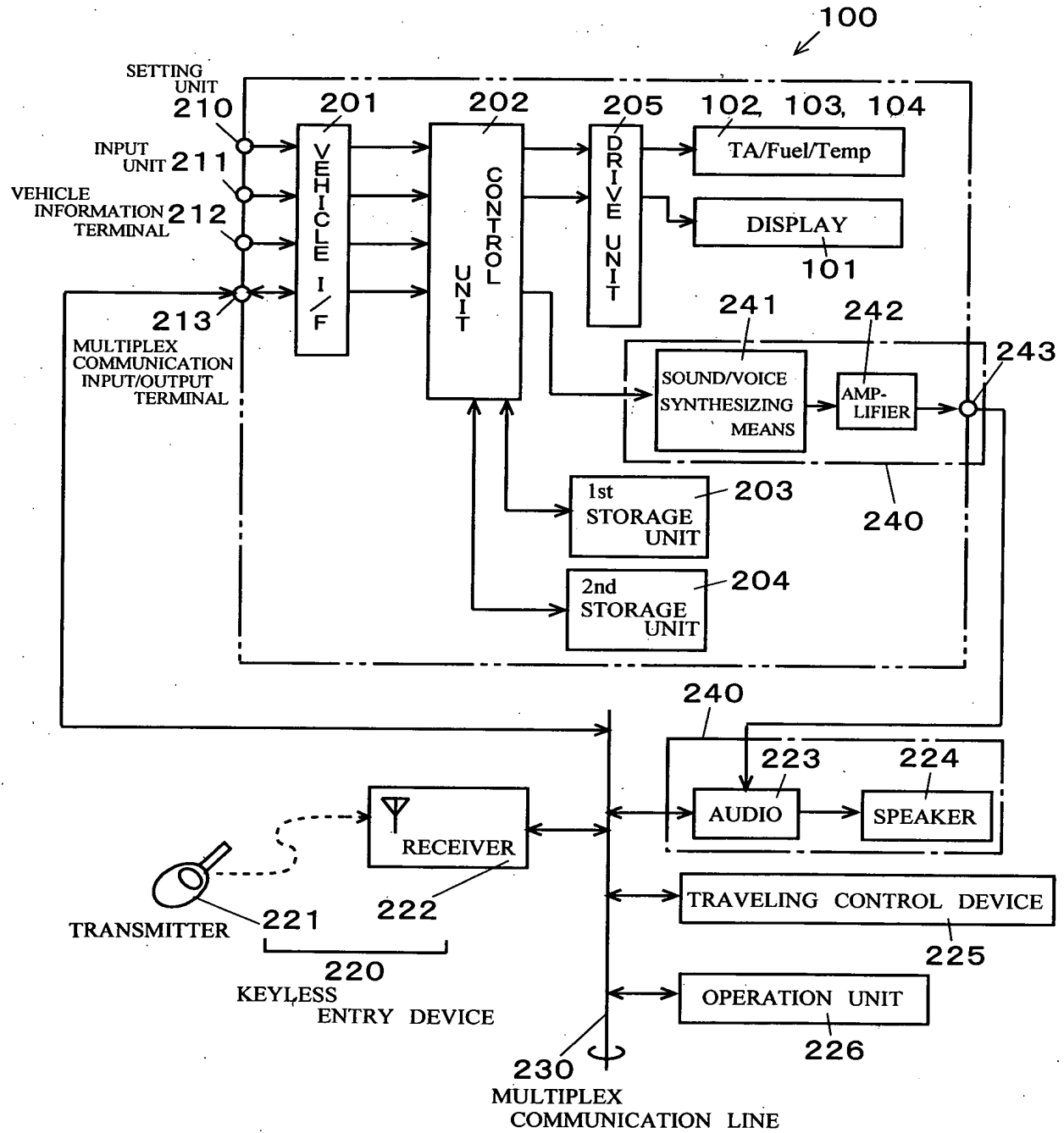
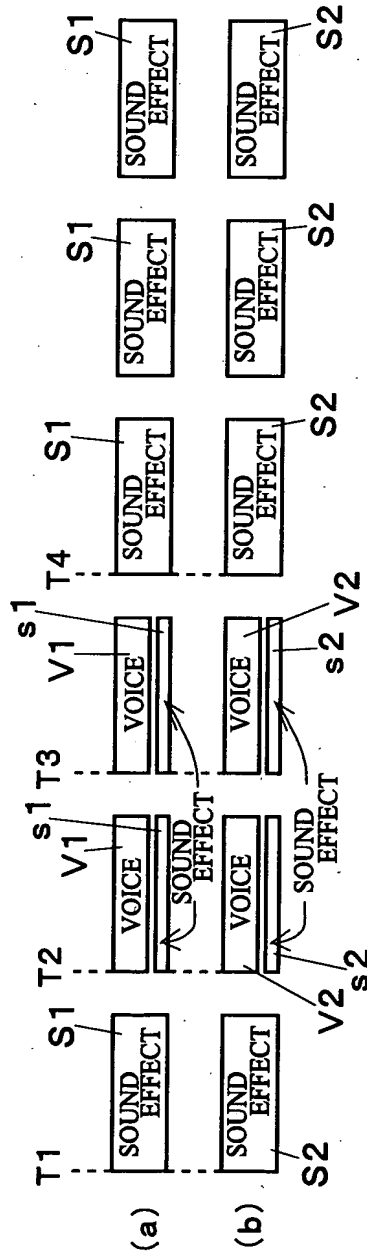


FIG. 3

<STATE OF GETTING-OFF
OPERATION>



SOUND EFFECT S1: POON, SOUND EFFECT S1: POON (SMALL SOUND PRESSURE),
VOICE V1: KEY REMAINS INSERTED

SOUND EFFECT S2: PON POON, SOUND EFFECT S2: PON POON (SMALL SOUND
PRESSURE), VOICE V2: LIGHT REMAINS TURNED ON

FIG. 4

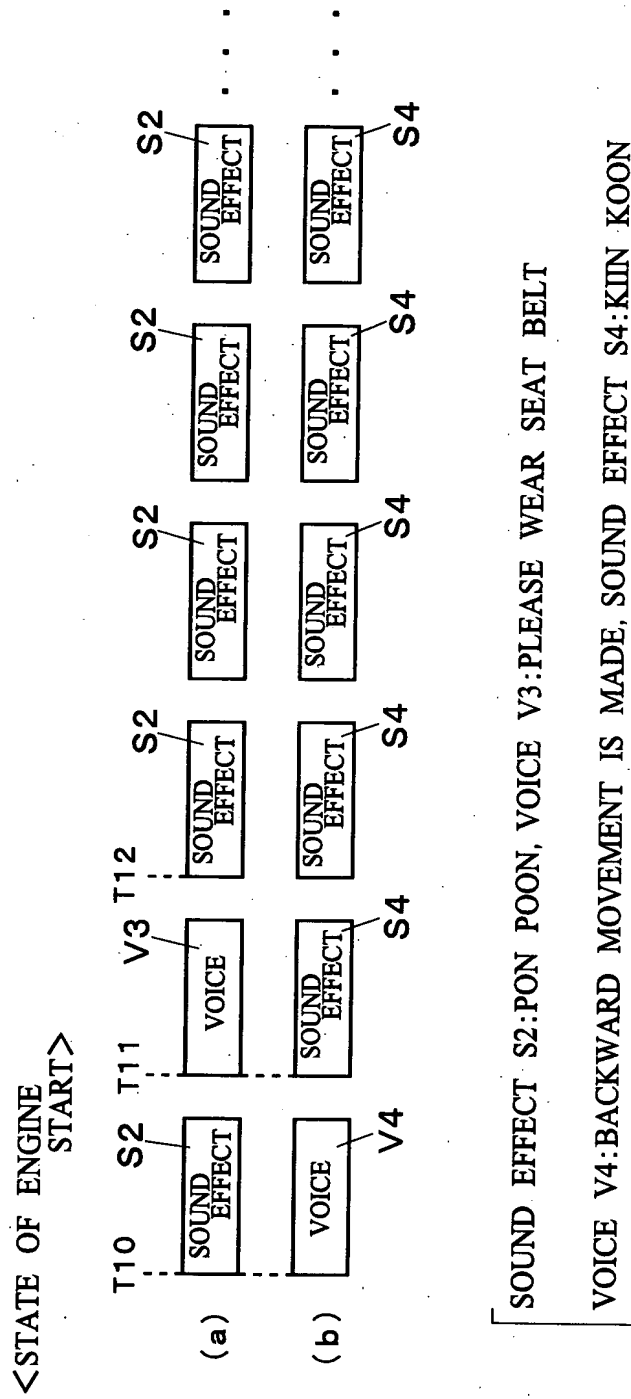


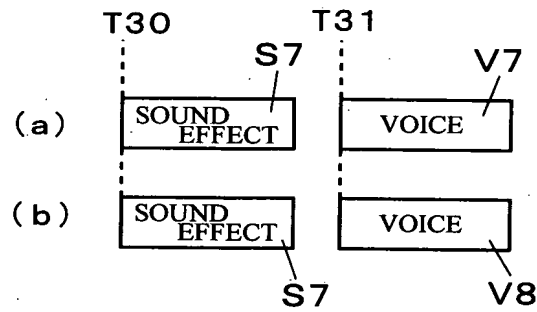
Figure 1 consists of two block diagrams, (a) and (b), illustrating speech processing systems. Diagram (a) shows a conventional system with four blocks: T20 (SOUND EFFECT), T21 (VOICE), T22 (SOUND EFFECT), and S5 (SOUND EFFECT). Arrows indicate a sequential flow from T20 to T21, T21 to T22, and T22 to S5. Diagram (b) shows a proposed system with three blocks: T20 (SOUND EFFECT), V6 (VOICE), and S5 (SOUND EFFECT). Arrows indicate a sequential flow from T20 to V6, and V6 to S5. The labels T20, T21, T22, V5, V6, and S5 are positioned to the left of their respective blocks, while the labels SOUND EFFECT and VOICE are inside the blocks.

SOUND EFFECT S5:P11 P11, VOICE V5:PLEASE RELEASE PARKING BRAKE

VOICE V6:DOOR IS OPEN

FIG. 6

<STATE DURING TRAVELING>



SOUND EFFECT S7:PI PI PI, VOICE V7:APPROACHING TO THE FORWARD VEHICLE. PLEASE PERFORM BRAKE OPERATION.

VOICE V8:THERE IS FEAR OF DEVIATION FROM LANE. PLEASE PERFORM STEERING OPERATION.

FIG. 7

